

**AMENDMENTS TO THE CLAIMS**

Please amend the claims as follows:

1. (Currently Amended) A system for interacting with an online/offline game, comprising:

a mobile terminal for downloading a game having a gameplay mode that a user can play in an offline mode, in which the game does not communicate with a mobile game server, over a communication channel, playing the downloaded game in the offline mode, and transmitting update information including number information of the mobile terminal and a resultant game score over a wireless channel; and

the mobile game server, which includes a memory for storing the number information of the mobile terminal and the resultant game score corresponding to the number information, for detecting the number information of the mobile terminal from among the received update information upon receiving the update information from the mobile terminal, and storing the resultant game score in the memory according to the detected number information;

wherein the mobile terminal accesses the mobile game server over the wireless channel upon receipt of an entry command signal, and downloads the resultant game score stored in the mobile game server, and

wherein, after the mobile terminal receives update result information from the mobile game server for indicating a success of storing the resultant game score in the memory to the mobile terminal, if the resultant game score is successfully stored in the memory of the mobile game server, the mobile terminal stores game status information other than the resultant game score, and if the resultant game score is not successfully stored in the memory of the mobile game server, the mobile terminal stores the game status information including the resultant game score.

2. (Original) The system as set forth in claim 1, wherein the mobile game server determines whether the detected number information of the mobile terminal is contained in the memory, updates the resultant game score in the memory according to the stored number information, if the detected number information is contained in the memory, and registers the detected number information in the memory and stores the resultant game score in the memory according to the registered number information, if the detected number information is not contained in the memory.

3. (Currently Amended) The system as set forth in claim 2, wherein the mobile game server transmits the update result information for indicating a success of storing the resultant game score in the memory to the mobile terminal.

4. (Original) The system as set forth in claim 3, wherein the mobile terminal receiving the update result information from the mobile game server stores game status information not including the transferred resultant game score, if it is determined that the resultant game score has been successfully stored in the memory on the basis of the received update result information, and stores game status information including the transferred resultant game score, if it is determined that the resultant game score has not been successfully stored in the memory on the basis of the received update result information.

5. (Original) The system as set forth in claim 4, wherein the mobile terminal displays a message indicating storage failure of the resultant game score on a display screen of the mobile terminal, if it is determined that the resultant game score has not been successfully stored in the memory.

6. (Original) The system as set forth in claim 5, wherein the resultant game score includes at least one of a retention item and a usage item of a prescribed character of the

game, level information indicating ability of the character, and position information of the character.

7. (Currently Amended) A method for interacting with an online/offline game utilizing a mobile terminal and a mobile game server, said mobile terminal for downloading a game having a gameplay mode that a user can play in an offline mode, in which the game does not communicate with the game server, over a communication channel, and playing the downloaded game in the offline mode, and said mobile game server including a memory for storing number information of the mobile terminal and a resultant game score corresponding to the number information, said method comprising the steps of:

- a) transmitting update information including the resultant game score of the game played and the number information of the mobile terminal over a wireless channel upon receipt of an entry command signal;
- b) receiving the update information from the mobile terminal;
- c) detecting the number information of the mobile terminal from the received update information;
- d) storing the resultant game score included in the update information in the memory according to the detected number information; and
- e) accessing the mobile game server over the wireless channel and downloading the resultant game score stored in the memory,

wherein, after receiving update result information from the mobile game server for indicating a success of storing the resultant game score in the memory to the mobile terminal, if the resultant game score is successfully stored in the memory of the mobile game server, the mobile terminal stores game status information other than the resultant game score, and if the resultant game score is not successfully stored in the memory of the mobile game server, the mobile terminal stores the game status information including the resultant game score.

8. (Original) The method as set forth in claim 7, wherein step (d) comprises the steps of:

d1) determining whether the number information detected at step (c) has previously been registered in the memory; and

d2) if it is determined that the number information has previously been registered in the memory, updating the resultant game score in the memory according to the registered number information.

9. (Original) The method as set forth in claim 8, further comprising the step of:

d3) if it is determined that the number information has not been previously registered in the memory at step (d1), registering the number information in the memory, and storing the resultant game score in the memory according to the registered number information.

10. (Currently Amended) The method as set forth in claim 9, further comprising the step of:

d4) after performing one of steps (d2) and (d3), transmitting, to the mobile terminal, the update result information including predetermined information indicating a success of storing the resultant game score in the memory.

11. (Original) The method as set forth in claim 10, further comprising the steps of:

d5) receiving the update result information;

d6) detecting the information indicating the success of storing the resultant game score in the memory;

d7) if it is determined that the resultant game score has been successfully stored in the memory, storing game status information not including the transferred resultant game score; and

d8) if it is determined that the resultant game score has not been successfully stored in the memory, storing game status information including the transferred resultant game score.

12. (Original) The method as set forth in claim 11, further comprising the step of:

d9) if it is determined that the resultant game score has not been successfully stored in the memory, displaying a message indicating a storage failure of the resultant game score on a display of the mobile terminal.

13. (Original) The method as set forth in claim 12, wherein the resultant game score includes at least one of a retention item and a usage item of a prescribed character of the game, level information indicating at least one ability of the character, and position information of the character.

14. (Cancelled)

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38. (Cancelled)

39. (Cancelled)

40. (New) The system as set forth in Claim 1, wherein, if the resultant game score is successfully stored in the memory of the mobile game server, after the mobile terminal stores the game status information other than the resultant game score, the resultant game score is not stored in the mobile terminal.